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| Media | Yale | The duel | |
| Environmental Planning and Design | Harvard | Who cares? | |
| GIS as a Design Medium | Jack | Which pistol? | |
| GeoDesign | Vocabulary | Juggling | |
| Making Decisions | Proposing and Disposing | Where to go for dinner? | |
| | Description to Prescription | | |
| Making <i>Geographic</i> Decisions | McHarg | Pattern effects | 10 acres |
| | Heuristics | Lining up and untying knots | Redistricting |
| Making Geographic Decisions <i>by Design</i> | Design vs. Planning | Emergent criteria | |
| Making <i>Better</i> Geographic Decisions by Design | | Back of the envelope | Watercolors |
| Generating | Precedents Optimization | | |
| Recording | GeoSketching Imprecision as a virtue | | |
| Evaluating | Taking it outside CrowdRating This is not a game Cause and effect Changing the rules | Yesterday in Hartford Trees that say ouch Chutes and Ladders | Eyes of the beholder |

